

Bootheel Farming V1
by JDMFARMS

Hello and welcome to my neighborhood, the place I grew up; a small corner of America's Heartland where Southern hospitality is overflowing. This map features a location simulated as two counties near the Mississippi River. It is a great map for multiplayer and using contractors as there is a lot of arable land.

WARNING: Please read the features to ensure you know the limitations of the map so your expectations are not ruined.

This map is built on a 1 kilometer equals nine miles. Meaning, this map is simulating 324 square miles in the two counties of New Madrid and Pemiscot. The primary farm was a mule farm and the owner of Pemiscot Packing back in my childhood. The family that owns the pig farm is a family friend and customer of my dad's repair shop. Louis Dreyfus Corporation moved a rice mill into the region during my childhood which created a land grading industry for level fields to hold the rice. AFC is the farm store which is what it was named when I was younger. They bought and sold supplies to farmers.

This map was built on a low end computer to ensure it can be enjoyed by all interested in it: it has low clip distances (CDs) and less objects than what will be on v2. With low CDs, it will appear the map is wide open when it actually has several treelines. This map was built with several default objects; therefore, v2 will be released when the maker can make objects that are more fitting for the landmarks used in the map such as a cotton gin and the Missouri Grain/Warehouse.

Enjoy it as I do.

FEATURES:

comes with

- Sellpoints : There are five sell points which includes the BGA, a cotton gin, two grain companies, farm store and packing house.
 - The packing house accepts milk, eggs and pigs. Additionally, the farm store buys slurry and forage (mixed ration) as well as it will sell you silage, straw and fertilizer if you are too busy to make silage or harvest straw.
- Vehicles: You will start with two tractors, a planter, a forage wagon and a harvester. The planter is tailored specifically for this map to prevent errors; harvester that will accept rice and soybeans.
- 5 purchased fields: one grass, one rice, one soybean and two empty
- Campground (KOA)
- Four-wheeling/mud bogging area : our area is known for some down home blue collar fun in some legendary fishing holes which can also be played in with quads or four-wheel drive trucks.
- horse stable (straw sell and buy point)
- The primary farm comes with chickens and cows. The secondary farm comes with pigs.
 - The cow area includes a built in mixing machine.
- Vehicle Shop: This map features John Deere's store which makes a special delivery of your equipment to your Farm HQ. For selling, you have to take your equipment to the shop for the special price.
- Cow Zone Silage pit: Comes with two silage pits; one is dual purpose as a storage pit.
 - The zone also comes with the mixing machine and storage barns for grass and straw. All three storage pits have MapSiloBands

doesn't include

- The region is only known for wheat, corn, rice, cotton and soybeans; therefore four of the default crops: canola, barley, potatoes, and sugarbeets will not plant on this map. If you try, your log will fill with errors.
- interstate highway
- Cottonpicker; you'll have to find one to harvest cotton.
- Sheep is not an industry in our region.
- Mowing or Hauling missions
- Tipper: you'll have to mod your choice tipper to accept rice, cotton and soybeans if you don't already have one.
- Milkman: You can let the milk sell at midnight or deliver it to the packing house.

challenges : these make it hard for AI farming in some fields

- field obstacles
- non-square fields

recommended mods for game enhancement:

- stopmidnightmilksells
- milk trailer
- damage mod and service car

RELEASE: Feel free to mod this map to how you like such as if you are a community developer and moved in to introduce new crops. If you do mod the map; request you give credit to JDMFARMS for original layout.

FEEDBACK: v2 is dependent upon the demand of the community. This map will not make it to v2 if feedback is not provided and the download volume is low. What details could be enhanced for your vision of my farming region? Again, thanks for strolling through the Bootheel via my map.

Credits:

Concept and Layout – JDMFARMS

Rice foliage - DS

FarmerYip - starter map

Objects – Giants; PV2; Marhu; Sandgroper; JohnDeere1952; Fendt512

Modding Tips – Bassaddict; Katze5; Sandgroper; ccs101; FS-UK Search

Testers – madfarmer123; Discode